IT'S CREEPY, IT'S SPOOKY, MYSTERIOUS AND OOKY...

Sonic the comic

Number 10 OCTOBER 2nd 1993
Britain's OFFICIAL SEGA COMIC
Every Fortnight

95p

starring SONIC THE HEDGEHOG

DECAP ATTACK

HE'S HEADING YOUR WAY!

MEGA NEW SERIES

9 770969 304006 39

STREETS OF RAGE ● KID CHAMELEON ● NEWS, REVIEWS AND MORE!

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey Boomers!
We're into double digits!

This is the tenth power-packed issue of STC. Seems only moments ago I was inputting my very first Welcome Screen and the humes around here weren't always complaining about being overworked and wanting holidays (wimps!).

We couldn't have made it without you, Boomers. Your letters, your drawings, your Data Strips and the fact that STC disappears off the shelves faster than Sonic himself, proves that you like what we're doing.

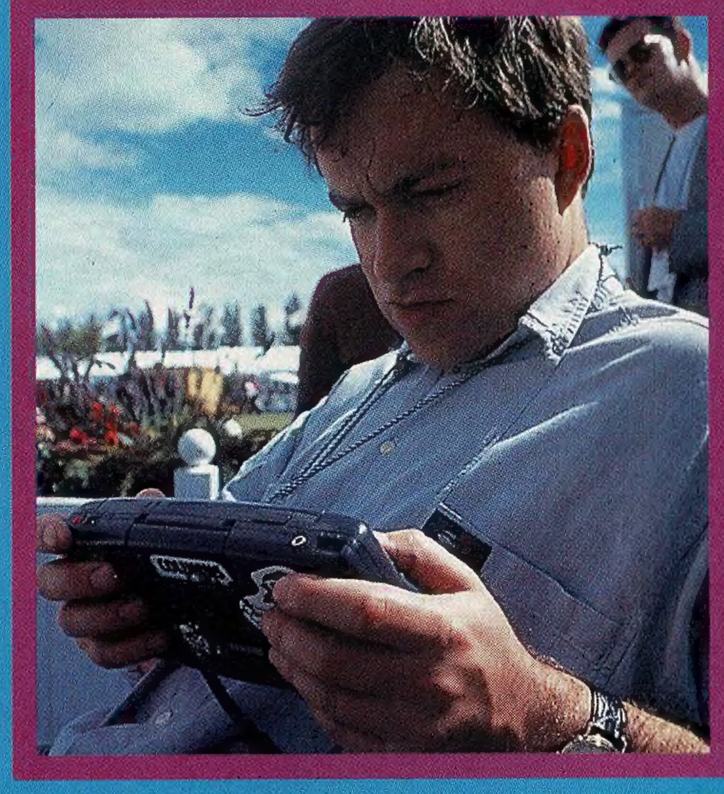
By way of a small celebration we're unleashing our weirdest new series yet on you. Believe me, you ain't seen nothing like **Decap Attack**! A great platform game on the Mega Drive, it is now destined to become the strangest addition to STC's line-up yet. Boomers of a nervous disposition (and those with any good taste) are advised to close their eyes while reading the last mega story in this issue.

Megadroid

Joe Strummer and Paul Simeon of The Clash (who?) demonstrate the newest Game Gear playing technique: two-player action with optional fist to hit the screen in frustration. Bound to catch on, guys.

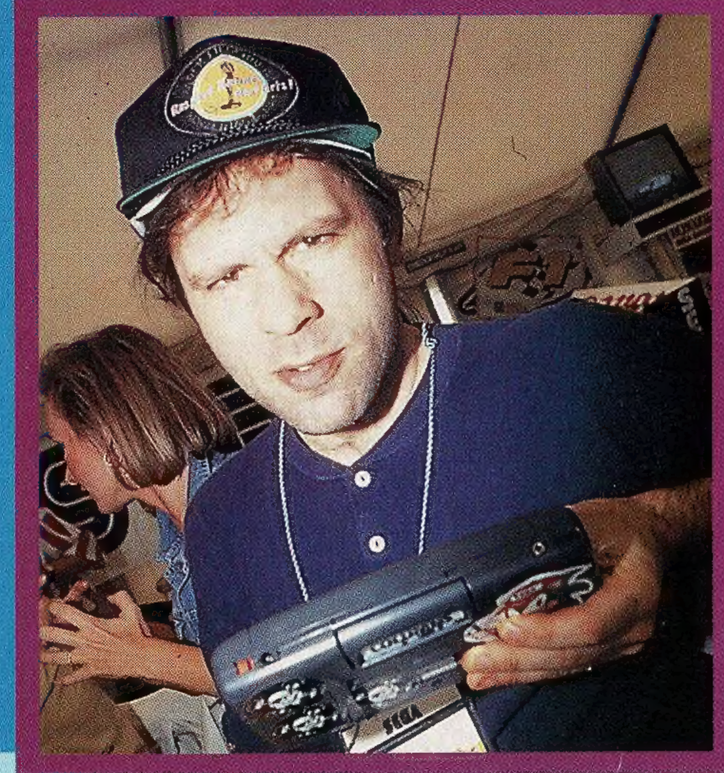
Gear, Fab, Groovy, Chaps!

More celebs tackle their greatest challenge yet - the Sega Game Gear!



'Ere's that Harry Enfield. What a character! You don't want to play it like that, 'arry, you want to play it like this!

Bruce Dickinson, soon to be ex-Iron Maiden, gets ready for his new career. "Game Gear, anybody wanna buy a Game Gear? A tenner to you, luv."



The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · new entry · re-entry

MEGA DRIVE

1	—	JUNGLE STRIKE
2	—	MICRO MACHINES
3	—	BUBSY THE BOBCAT
4	▲	PGA TOUR GOLF2
5	▼	COOL SPOT
6	—	FLASHBACK
7	▲	ECCO THE DOLPHIN
8	▲	SUPER KICK OFF
9	▼	MOONWALKER
10	RE	ROAD RASH 2

MEGA CD

1	▲	FINAL FIGHT
2	▼	NIGHT TRAP
3	▲	SHERLOCK HOLMES
4	▼	JAGUAR XJ220
5	▲	TIME GAL
6	—	AFTERBURNER 3
7	▼	ROAD AVENGER
8	▲	PRINCE OF PERSIA
9	▲	BLACK HOLE ASSAULT
10	RE	WOLFCHILD

MASTER SYSTEM

1	—	SONIC THE HEDGEHOG 2
2	▲	MICKEY MOUSE 2
3	RE	ALIEN STORM
4	RE	STREETS OF RAGE
5	▲	OLYMPIC GOLD
6	▼	LEMMINGS
7	▼	ASTERIX
8	RE	WIMBLEDOM TENNIS
9	▼	CHAMPIONS OF EUROPE
10	—	DOUBLE DRAGON

GAME GEAR

1	—	SONIC THE HEDGEHOG 2
2	RE	WORLD CUP SOCCER
3	▼	MICKEY MOUSE 2
4	new	STREETS OF RAGE 2
5	▼	LEMMINGS
6	▼	TAZ-MANIA
7	▼	MICK & MACK: GLOBAL GLADIATORS
8	—	TOM & JERRY
9	RE	NINJA GAIDEN
10	RE	WIMBLEDON TENNIS

SPONSORED BY PENGUIN BISCUITS ELSPA CHARTS COMPILED BY GALLUP

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PLANET MOBIUS, R.R.*

YOU ARE 'BEAKY', REPORTING FOR WORK DETAIL?

STOP

YUP! BOB BEAKY, THAT'S ME, ALL RIGHT!

WHY SO CHEERFUL, BEAKY? THE WORK DETAILS ARE MOST SEVERE.

OH, I SUPPOSE I JUST DELIGHT IN SERVING OUR GLORIOUS RULER, DR ROBOTNIK.

ALL HAIL ROBOTNIK!

MAY HIS REIGN BE EVERLASTING!

BLOW IT OUT YER TUBES!

* RULED BY ROBOTNIK!

Sonic THE HEDGEHOG

MEGATOX

LEVEL 1

BOY, WHAT A SMELL!

OH MY...

Script: Nigel Kitching Art: Richard Elson Lettering: Tom Frame

GET UP, WORKER! YOUR SHIFT IS NOT OVER YET!

I...I JUST **CAN'T** DO ANY MORE...

GET AWAY FROM HIM, YOU TIN-PLATED **JERK!**

IT'S SONIC!

YOU'D BETTER BELIEVE IT, BUDDY!

AT LEAST WITH THESE MILITARY BADNIKS I CAN REALLY LET MYSELF GO, SINCE THERE ARE NONE OF MY LITTLE BUDDIES INSIDE.

BLAST! MISSED ONE!

KRAK!

ARGGHH!

OKAY, SPIKY, THIS IS WHERE YOU GET YOURS!

NOT A CHANCE, BOZO! WATCH THIS!

SHOOM!

HAH! SO MUCH FOR THAT, BIGMOUTH! YOU MISSED ME!

WANNA BET?

OH S... KZZZZT... BZZZZT...

NOW WHAT, SONIC? WE CAN'T LEAVE THROUGH THE MAIN GATES. THIS PLACE IS CRAWLING WITH BADNIKS.

I'VE GOT EVERYTHING FIGURED OUT. THIS WAY...

BUT SONIC, THERE'S NO WAY OUT DOWN HERE! AND PEOPLE SAY IT'S HAUNTED!

HAUNTED? DO ME A FAVOUR, WILL YOU!

AAAAAAGH! A GRABBER!

I'M ON IT!

I CAN DEAL WITH BADNIKS LIKE THESE IN MY SLEEP.

B-DANG!

FREE! AT LAST!

I THOUGHT I WAS GOING TO SPEND THE REST OF MY LIFE TRAPPED INSIDE THAT BADNIK. THEY PUT ME THERE BECAUSE THEY SAID I WASN'T WORKING HARD ENOUGH.

TAKE IT EASY, LITTLE BUDDY... YOUR PROBLEMS ARE OVER... I'M HERE.

UUURGHHHH!

HURRY IT UP, GUYS. WE DON'T HAVE MUCH TIME!

SONIC, LOOK OUT! BEHIND YOU!

NOW WHAT?

SHOOOOSH!

WHAT THE HECK ARE YOU?

ONCE I WAS A SCIENTIST WORKING WITH DR ROBOTNIK ON A CHEMICAL CALLED **MEGA MACK**. A CHEMICAL DESIGNED SPECIFICALLY TO DESTROY YOU!

THAT WAS BEFORE THE **ACCIDENT**...

A COMPARTMENT IN WHICH I WAS WORKING WAS ACCIDENTALLY FLOODED WITH MEGA MACK.

INSTEAD OF BEING KILLED I SOMEHOW BECAME PART OF THE CHEMICAL. I WAS REBORN IN THIS NEW AND DEADLY FORM... I BECAME THE MALIGNANT **MEGATOX**!

SO WHAT'S YOUR DEADLY POWER? APART FROM BEING ABLE TO **BORE** YOUR VICTIM TO DEATH, THAT IS.

YOU WANT TO SEE MY POWER?

TRY THIS FOR SIZE!

AAAA... GLUB!

THE CHEMICAL I AM COMPOSED OF WAS DESIGNED TO KILL YOU, SONIC. LET'S SEE WHAT HAPPENS WHEN YOU TRY TO **BREATHE** IT!

I GOTTA DO SOMETHING... AND **FAST**!

AAAGHH! YOU'RE PULLING ME APART!

SHZZZTTTCHH!

WELL, I GUESS THAT TAKES CARE OF THAT BIG DRIP.

SOMETIMES I'M SO COOL I EVEN IMPRESS **MYSELF**.

YOU CAN'T DESTROY ME, SONIC! I AM ONE WITH THE MEGA MACK. I AM **INDESTRUCTIBLE!**

INSUFFERABLE, MORE LIKE!

OKAY, SLIMY. YOU ASKED FOR IT!

WHATEVER YOU'RE UP TO, YOU'RE WASTING YOUR TIME SONIC!

EVEN IF I CAN'T DROWN YOU, BEING IN CONTACT WITH ME WILL KILL YOU BY **POISONING!**

YOU'RE GOING TO LIKE THIS, MEGATOX! IN FACT, YOU MIGHT SAY IT'S GOING TO **BLOW YOU AWAY!**

NOW LET'S HOPE I CAN GET THIS RIGHT. THIS CHEMICAL IS STARTING TO GET TO ME... I FEEL A LITTLE DIZZY.

ALL I'VE GOT TO DO IS MAKE LIKE A PROPELLER AND SUCK THE MEGA MACK THROUGH THIS HOLE...

"TAKING MEGATOX WITH IT!"

OKAY, GUYS, LET'S **MOVE** IT! I DON'T KNOW IF MEGATOX CAN PULL HIMSELF TOGETHER AFTER I'VE SPRAYED HIM OVER THE COUNTRYSIDE, BUT I'M NOT WAITING AROUND TO FIND OUT.

SONIC, YOU ARE TOTALLY AMAZING.

YOU WON'T GET ANY ARGUMENTS FROM ME, GOOD BUDDY!

NEXT ISSUE: RACE AGAINST TIME!

REVIEW Zone

Enter the zone that brings you the up-to-the-nanosecond reviews of all the new releases for the Sega games systems.

STC REVIEWERS THIS ISSUE:
Tony Takoushi & David Gibbon.

MD Mega Drive
MCD Mega CD
MS Master System
GG Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

STREETFIGHTER 2

game type: FIGHTING
1-2 PLAYERS
MD

Take a deep breath and get down to your local shop in October for this dynamite conversion from the Capcom arcade game.

It is the biggest Sega Megadrive game ever produced at 24 Megabites and Capcom revised it from 16 MB to 24MB to ensure all the characters, music and samples were included from the original.

It's even been extended, with amazing options and Hyper mode.The options available are difficulty level, time limit, pad config, music test and sound effects test.

The Hyper mode really takes the game to another play level. It allows you to increase the speed of play from normal to slow, to an absolute blur, where if you blink you can be taken out! It really is THAT fast!!

Other options under Hyper are VS Battle, where you can go one on one, and Group Battle, where you can choose from up to six people to fight against in either Match Play or elimination modes.

The music and sound effects are straight out of the arcade machine and they really make you wince when you get hit and bounce around to the rhythm!

Overall, Streetfighter 2 has been a long time coming for the Megadrive, but it has been for all the right reasons with Capcom aiming to, and actually delivering, a version that is far, far superior to any other home console version.

FAST FAX

PUBLISHER: SEGA
PRICE: £59.99

GRAPHICS 90
SOUND 90
PLAYABILITY 90

RAVES
Brilliant graphics, sound and playability

GRAVES
Could do with more backdrops and characters

OVERALL 90%

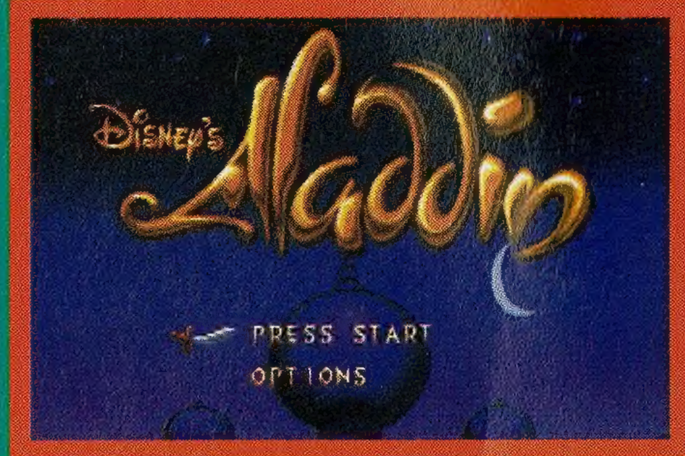
ALADDIN

game type: PLATFORM
1 PLAYER
MD

Phew what a month! Aladdin is an arcade game based around the hit film.Sega actually joined forces with Virgin and Walt Disney to create a new style of game with the graphics actually being drawn by Disney animators! As you can see from the screenshots, Aladdin actually IS Aladdin from the film. Of course, what you cannot see is the incredibly smooth animation and fast gameplay.

Aladdin has to find his way through various scenes from the film.He can run,leap,slash and throw apples he picks up at the hordes attacking him.There are plenty of humerous touches and lots of sampled speech thrown in at just the right moments.There is not a lot of strategy in the game but the fast addictive,gameplay more than makes up for the real lack of depth.

Aladdin really does set new standards for home video games.Graphics of this quality have NEVER been seen before on a home console and the gameplay, while simplistic, is very fluid and challenging. Put them together and you have a must-have game that you would be very silly to miss.



FAST FAX

PUBLISHER: SEGA
PRICE: £44.99

GRAPHICS 95
SOUND 85
PLAYABILITY 85

RAVES
Incredible animation and addictive gameplay

GRAVES
Can get repetitive

OVERALL 90%

LANDSTALKER

game type: ARCADE/STRATEGY
1 PLAYER

MD

Landstalker is a first for the Megadrive. It is a 16MB arcade strategy game that is similar in style to other classic games like Zelda. The action takes place with a 3D isometric perspective and you have to walk around hack 'n' slashing nasties while trying to recover lost treasure. The game has great depth and some very addictive gameplay.

You can talk to people you find along the way who can give you tips and clues as to where to go and what to do.

This is not a game that will be cracked in a week or a month. It offers incredible challenge and simple intuitive gameplay.

The graphics and presentation are second to none and the attention to detail is very good. Because of the enormous size of Landstalker, it has a battery back-up option which, believe me, you are going to have to use if you intend to crack this game.There is also an introductory sequence that goes on for around five minutes, and you would have to view this every time if you did not save your position and start using the Continue option!

This will be a classic Megadrive game that is the first to offer gamers true arcade /strategy gameplay.

FAST FAX

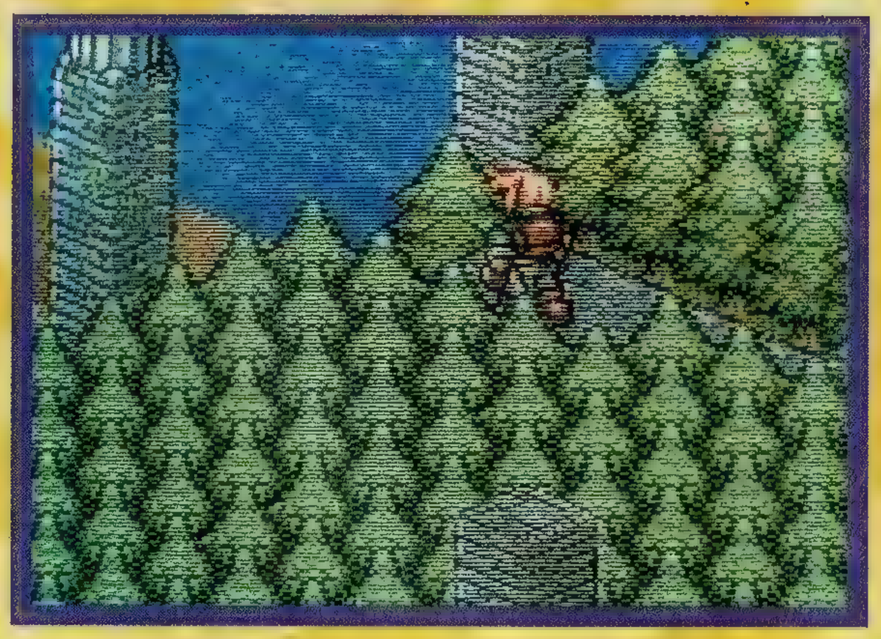
PUBLISHER PRICE
SEGA £59.99

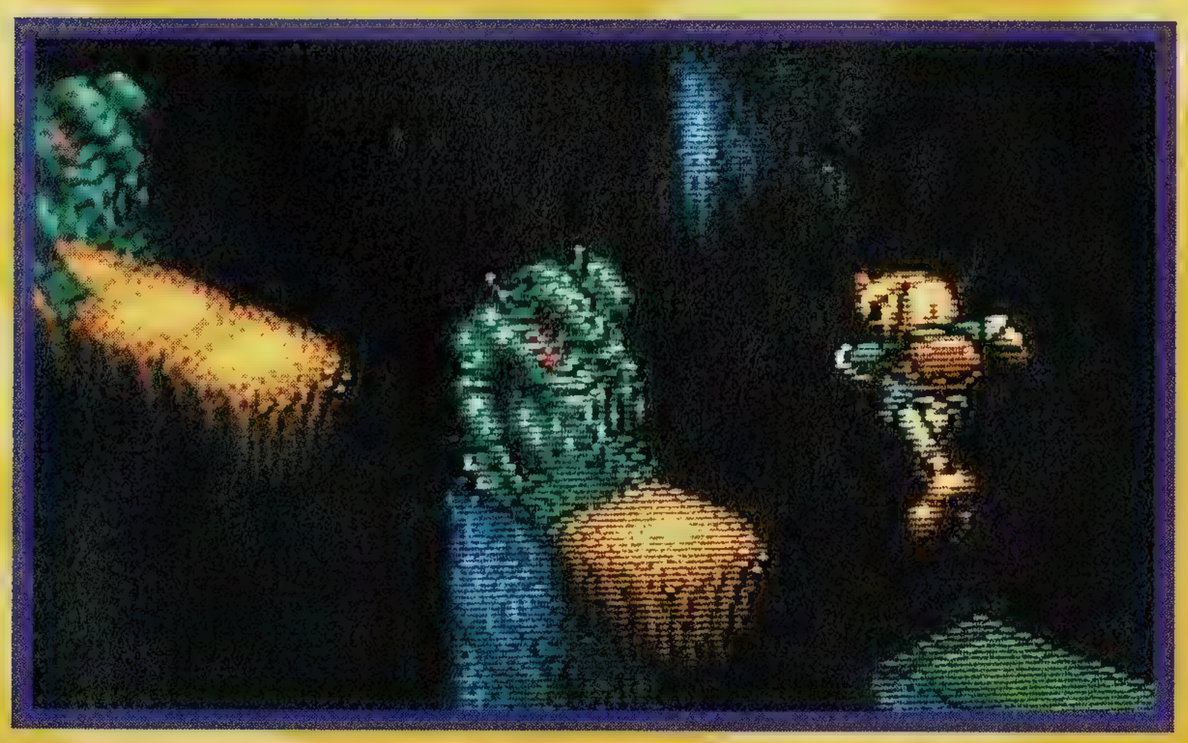
GRAPHICS 85
SOUND 70
PLAYABILITY 75

RAVES
Great Zelda type game

GRAVES
Controls can be awkward with the 3D perspective!

OVERALL 80%





WIMBLEDON

game type: SPORT
1 /2 PLAYERS

MD

Anyone for Tennis?

The Megadrive finally gets a definitive tennis game! Wimbledon is a full feature sports game for the Megadrive.

On starting Wimbledon you can select from a mini-mountain of play settings.Up to four people can play with the soon-to-be-launched four player adaptor from Sega.You can choose from one to five sets and you can always go head-to-head against the console.

There are plenty of play options to choose from and they can greatly add to the gameplay and learning how to get the most from the shots available. One of the biggest problems with any tennis game is the perspective and learning how to get to the right position and timing a shot.

These problems have been pretty much solved with a timing chime and dynamic sizing of the Tennis ball, Locus Display and a bound pointer, which will show you just where the ball will land so you can position yourself correctly. You can also check out the game sounds and input your name.

To keep you interested in the game there is a password option that allows you to keep track of where you are and save your status for another day, - an essential option for those that take their tennis seriously!

FAST FAX

PUBLISHER PRICE
SEGA £44.99

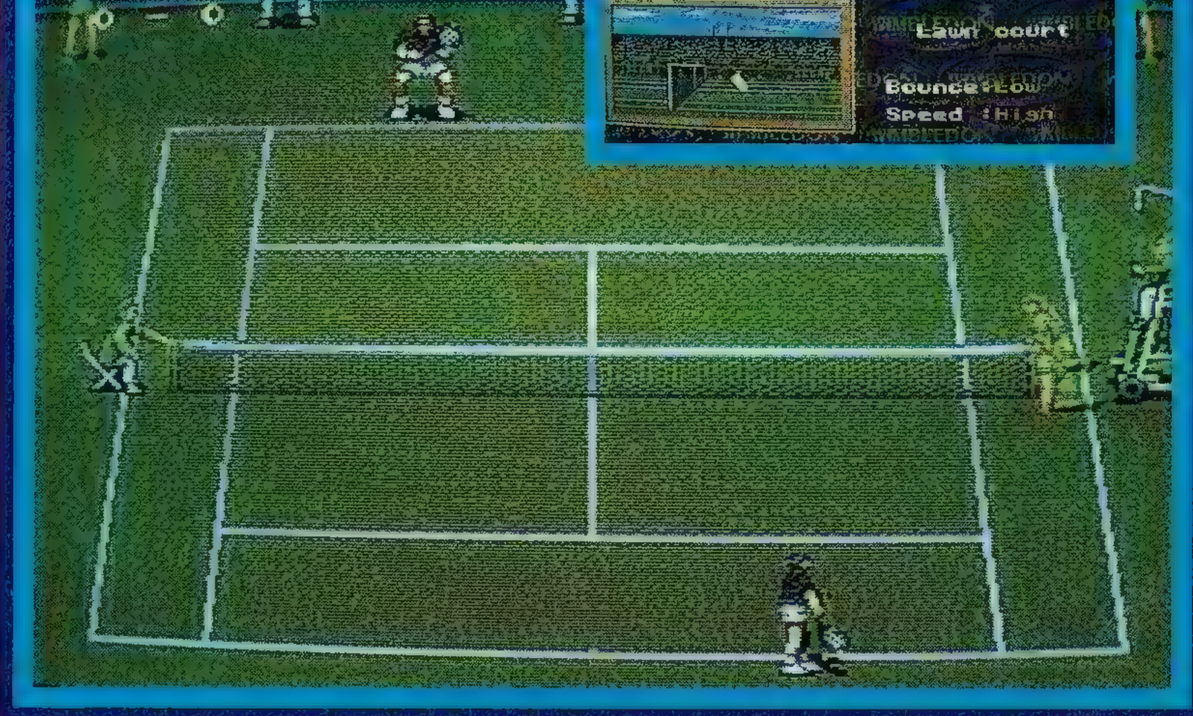
GRAPHICS 70
SOUND 70
PLAYABILITY 75

RAVES
Very playable and great in two player mode

GRAVES
Graphics could have been better

OVERALL 75%

Wimbledon is the first real Tennis game for the Megadrive to offer all the action from the worlds premier grass court tournament and while its difficulty level may put some off, it does help ensure that it has long term interest.



Join forces with The Caped Crusader as he tries to outwit those deadly villains - Mister Freeze, Two-Face, The Mad Hatter, and The Penguin in

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AT YOUR NEWS AGENT NOW

PANINI

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KID CHAMELEON

PART 4

THE GOOD NEWS: EVER SINCE I ENTERED THE VIRTUAL REALITY OF THE WILD SIDE ARCADE GAME, I'VE BECOME MORE THAN JUST A KID. STRONGER, FASTER AND PACKED WITH SPECIAL POWERS, I'M NOW EYECLOPS.

THE BAD NEWS: I'M TRAPPED HERE AND I CAN'T GET OUT. WHAT'S MORE, I'VE JUST LET MY FRIEND SUZI GET WHISKED AWAY BY INVISIBLE SEWER MEN THAT ONLY I CAN SEE.

LEAST I'M GETTING USED TO MY NEW ABILITIES — I CAN USE MY INFRA-VISION TO TRACK THE HEAT ENERGY IN THE SEWER MEN'S FOOTPRINTS...

THERE ...!

DEAD END!

AND MY SIGHT-INTENSIFIERS PICK LIGHT TRACES THROUGH THE CRACKS IN THE ROCK. THEY'RE BEHIND THERE, BUT I CAN'T GET IN, NOT AS EYECLOPS...

Script: Michael Cook Art: Brian Williamson / Steve White Lettering: Ellie de Ville

BUT IN WILD SIDE, EYE-CLOPS ISN'T ALL I CAN BE. I'M GETTING USED TO THAT TOO.

CHAMELEON!

HMM, NOT EXACTLY ARNOLD SCHWARZENEGGER, BUT I GUESS I'LL DO FOR NOW.

CALL ME MICROMAX!

BZZZ!

SUZI!

WHA...?

JUST HOPE NONE OF THE SEWER MEN HAVE A CAN OF BUG SPRAY...

CHCKKER!

IT'ZZ ME, AS *MICROMAX*. I'LL GET US OUT OF HERE, BUT WHEN THOSE CREEPS COME BACK, YOU'LL HAVE TO KEEP THEM BIZZY.

BUT THEY'RE HERE NOW, CAN'T YOU SEE THEIR SHADOWS?

RATZZ! WITHOUT MY EYECLOPZZ POWERS, I CAN'T MAKE THEM OUT.

OK, HOLD ZZTILL, I'LL ZZZAP YOU LOOSE!

RIGHT, YOU DRAW THEIR ATTENTION. I'LL GET IN POSITION.

I CAN'T SEE THEM, BUT AT THIS SIZE THEY SHOULDN'T NOTICE ME EITHER ...

...OR SO I THOUGHT!

ZZZGGARRGH! TRAPPED!

CAN'T USE MY ZZTINGER ON THEM — CAN HEAR THEM ALL ROUND ME!

CHCKKER!

CHCKKER!

CHCKKER!

ARRGH! I NEED EYECLOPZZ POWERZZ AGAIN!

CHAMELEON!

I CAN'T CONTROL THE CHAMELEON POWERS. NEVER KNOW WHO I'LL BECOME ...

PUNY PEOPLE TRY TO HURT FLY-MAN! WON'T HURT BEZERKER!

GO AWAY, PUNY PEOPLE!

CHCKKER!

CHCKKER!

GOT SOME EXTRA STRENGTH NOW, BUT I STILL CAN'T SEE THE SEWER MEN. HAVE TO THINK MY WAY OUT OF THIS ...

SHAME MY BEZERKER PERSONA'S A FEW POINTS SHORT OF A HIGH-SCORE WHEN IT COMES TO SMARTS.

COME, SUZI!

KRASH!

NEED TO FIND ESCAPE.

THERE! THE TELEPAD!

TELEPAD IN THE PLANTATION ZONE LAUNCHED ME HERE TO RESCUE SUZI. MAYBE THIS IS THE ONE THAT'LL TAKE US OUT OF THE GAME...

YOU PLAY WELL, CHAMELEON...

WHA...? VOICE AGAIN!

BUT THIS IS JUST THE BEGINNING. THE NEXT LEVEL BRINGS THE *TOUGHEST CHALLENGE* YET.

R-RRROARR!

NO!

NEXT ISSUE : ESCAPE FROM NEON PRECINCT

NEWS Zone

TREATS GALORE!

(Above, right and below) Toe Jam and Earl 2 on the Megadrive, due out early next year.

Sonic fans are in for a real treat this Christmas with **Sonic CD** coming for the Mega CD, **Sonic Spinball** for the Megadrive, and **Sonic Chaos** for the Master System and Gamegear. There is also **Robotniks Mean Bean Machine.**

This game is based around a Japanese Columns type game called Puyo Puyo and it has Robonik and some fiendish contraptions set to hammer Sonic. Well that's what HE thinks!

It's a puzzle game and not really an arcade players choice. The action is still fast but your brain has to work overtime to work out the problems. Expect to see this around Christmas time.

Sonic Spinball is shaping up very nicely and you are guaranteed some sizzling thrills from the latest Sonic arcade game.

It will have enormous play areas populated by some very strange creatures compliments of Robotnik. You can run and bounce around the play area in the hope of mastering all sorts of tricky pinball scenarios.

This is set to be the Christmas hit this year and should be on sale around November.

Another really brilliant Sega release due in early 1994 is **Toe Jam and Earl 2** for the Megadrive.

It comes from the same team that did the original Toe Jam and Earl. The graphics,sound and gameplay are far better than the original and it is packed with lots of fun touches and funky moves!

Weighing in at a massive 16 megabites, this will be one of the hottest games of 1994.

EXCLUSIVE!

As exclusively reported in STC issue 1, Sega's Mega CD 2 and MegaDrive 2 are on sale NOW, and can be yours for the grand sum of £249.99.

GAMES WORLD

Fun and Games with TV game

Games World - TV games step up a gear

Games World is a band of airtime from 6.00pm to 6.30pm, Monday to Friday's on Sky 1. Three separate programmes are shown on consecutive nights under the Games World banner. Monday night is Fight Night, where challengers, made up of five children, play competitively at a fast and furious pace. The ultimate winner goes on to meet the winner from Tuesdays show. Friday's Beat The Elite show see's the finalists play head-to-head. The winner then goes on to play one of the Videators.

The Videators comprise of the Games Messiah, Master Moriarty, and Big Boy Barry. The Games Messiah is a one-time tramp, who was given a golden token arcade from the Heavens and has since beaten everyone in his path to earn his new title. Master Moriarty is a 12 year old genius and public schoolboy, who is also one of the best game players.

There's Big Boy Barry, once loathed at school by girls, and equally un-sought after by boys. He appeared to be only interested in triple-decker sandwiches, until he munched his way through a computer chip by mistake. This resulted in him rising to become a popular media celebrity, earning vast amounts of money. Big Boy Barry lives in a luxurious joypad, equiped with the latest entertainment technology (he's the only person in the world with a video-phone - shame he can't use it!) His respect extends to just one person - the Games Mistress, Jet - from Gladiators. A lucky member of the audience gets to play one of these three experts by spinning a wheel of fortune.

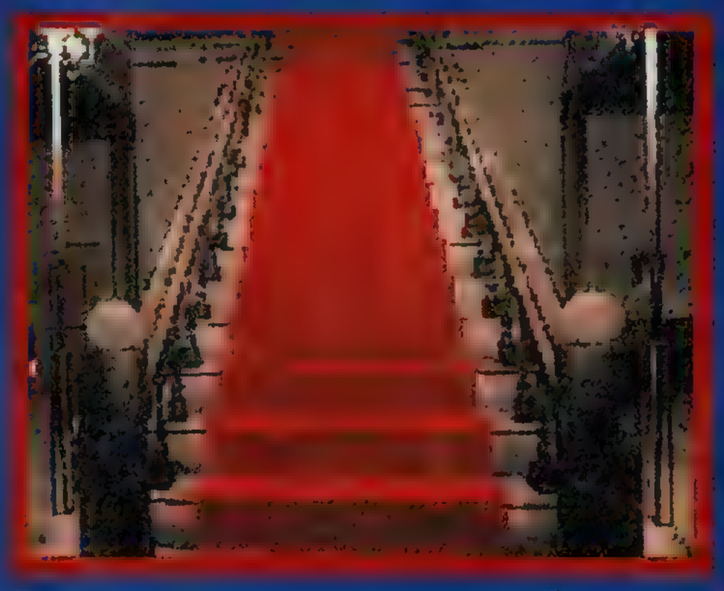
A mention for Wednesday nights, which consist of a fully interactive games show, which broadcasts live. Viewers can compete with all the members from a selected household and the idea involves playing video games via a touchtone 'phone. This exciting knockout game links up three separate houses (but only films from one). The contestants compete for great prizes, which are related to the games themselves. There is also a quick-fire video, general knowledge quiz (What colour is Sonic?) Finally, with tips, cheats and reviews galore, viewing will never be the same.

NEWS

SHORT BURSTS

GET READY for an A-MAZ-ing Sega Mega CD game called Yumemi Mansion. This is the first game to really show the truly awesome processing power of the Mega CD. You get to travel around an actual house, investigate the rooms and look for clues. The graphics are so realistic you almost believe you are there, and the sound effects have a ghostly echo to them!

The Mega CD is getting to be a really hot piece of hardware, and with games like Silpheed, Sonic CD, Batman Returns, and now Yumemi Mansion, you have got to put it on your Christmas list. As yet, there are no UK price or release details, but stay tuned.



Taking a leaf out of Lloyd Grossman's book. The nosey parker's dream game let's you snoop to your hearts content.

KONAMI is developing an updated version of its hit 8-bit game, Castlevania, for the Megadrive. It is an all new affair with incredible graphics, bosses and gameplay to match. Release date should be early 1994.

A NEW GAMES MACHINE went on sale in Japan last month, called Laseractive, from Pioneer. This incredible machine plays video disc films and music laserdiscs, plus there is a special module available which allows you to play Sega Megadrive cartridges and Mega CD games. The bad news is the price! It is selling for around £550 in Japan, and will cost the same when it goes on sale in the U.S. Still, we can dream.

Another hot new Mega CD title that is under development in Japan, but unfortunately there are no details for the UK, is AX 101. This looks to be a shooting game with the same style of 3D graphics seen on Silpheed. This game is apparently still a long way from completion,
but it looks to be a hot title. You have been warned!

Nothing Can Stop The Rammer Hammer

A little thing like a brick wall isn't going to get in the way of the Rammer Hammer.

With just a few well-aimed blows you have to knock bricks out and leave the wall still standing.

Can you keep your nerve and stack more bricks on to the wall as it shakes and quakes beneath you?

You'd better watch out!!

One bad move and it will all come toppling down.

Have you got what it takes?

With the Rammer Hammer, you have.

MB GAMES

"IT'LL KNOCK YOU OUT!"

1994 FOR FREE!

Thrill-packed 1994 POSTER CALENDAR free with issue 38 of JUDGE DREDD THE MEGAZINE.

Features a moody Mean Machine painting by Chris Halls and a Judge Dredd pin-up!

ON SALE OCTOBER 2 ONLY £1.35

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THE MEGAZINE

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FAST & FURIOUS

Beat the rush! Why run around frantically searching for that elusive copy. Be a smart dude and reserve your fortnightly issue of the only true blue

sonic the comic

RESERVATION COUPON

To my Newsagent,

Please reserve/deliver* a Sega-Sational issue of SONIC THE COMIC every fortnight

NAME.....

ADDRESS.....

.....

SIGNATURE.....

(To be signed by parent or guardian if under 16)

*Delete as appropriate

THE STREETS OF THE CITY ARE NOW LITTERED WITH THE CORPSES OF THE INNOCENT.

TWO COPS HAVE QUIT A CORRUPT POLICE FORCE TO TAKE THE LAW INTO THEIR OWN HANDS.

CITY HOSPITAL

STREETS OF RAGE

Part 4

KEEP BACK! I'M ARMED!

KILL THE ONE IN THE BED!

I'LL TAKE CARE OF THIS STUPID POLICEMAN!

KKRASH!

THE HAWK REQUIRES THE HEAD!

HE SAID HE WOULD NOT PAY UNLESS WE BRING HIM THE HEAD OF THE INJURED POLICEMAN!

STAND BACK. THIS WILL BE MESSY!

Script: Mark Millar Art: Peter Richardson Lettering: Tom Frame

ELSEWHERE.

WHAT ARE YOU WAITING FOR, HAWK?

WHY DON'T YOU JUST KILL ME AND GET IT OVER WITH?

COME ON, MAX... YOU KNOW ME BETTER THAN **THAT**! I OWE YOU **SOMETHING** FOR ALL THOSE YEARS WE WERE PARTNERS ON THE FORCE!

I HAD TO GO THROUGH FOURTEEN INFORMANTS BEFORE I WAS TIPPED OFF ABOUT THIS PLACE.

CREEP BETTER NOT HAVE BEEN LYING.

I THINK I CAN SEE MAX STRAPPED TO A CHAIR... TOO FAR AWAY TO BE SURE.

GUESS I'D BETTER CALL IN **MURPHY** AND WE CAN RAID THIS JOINT.

JOIN US, WHY DON'T YOU?

HEY, MISTER HAWK! LOOK WHAT I FOUND PROWLIN' AROUND UP ON THE ROOF!

DON'T WORRY, MAX. THESE GENTS WOULDN'T KNOW HOW TO HURT A GIRL!

BLAZE!

NOBODY SAID YOU COULD TALK, MS. FIELDING!

UNGHHHH!

SHE HAD THIS LITTLE ELECTRONIC THING STRAPPED TO HER BELT.

DON'T KNOW WHAT IT IS. LOOKS LIKE A BOMB OR SOMETHING.

IT'S A **POLICE TRACER**. PROBABLY GIVEN TO HER BY SOME FRIEND IN THE DEPARTMENT.

ALL SHE HAS TO DO IS PRESS THE BUTTON AND SOME **CRUSADING COPS** WILL COME TO HER **RESCUE**.

HA! NOT SO **TONIGHT**, MY DEAR!

YOU'RE A COWARD, HAWK! A STINKING COWARD!

UNTIE ME AND FACE ME LIKE A MAN!

DON'T INSULT MY INTELLIGENCE, MAX...

IT'S **EMBARRASING.**

KILLING YOU ISN'T ABOUT **REVENGE**-- IT'S ABOUT **GOOD BUSINESS.**

HONEST COPS JUST GET IN THE WAY OF MY **OPERATIONS.**

IT'S NOTHING TO DO WITH **REVENGE.**

GETTING KICKED OFF THE POLICE FORCE WAS THE **BEST CAREER MOVE** I EVER MADE. HELL, I PRACTICALLY **RUN** THE DEPARTMENT NOW...

...BUT PEOPLE LIKE YOU AND BLAZE JUST MAKE MY LIFE SO **DIFFICULT.**

HAWK! NO!

TAKE ME INSTEAD, YOU CHEAP PUNK!

BANG BANG BANG, BLAZE--

THEN IT'S ALL OVER.

BWWAWW!

AAARGHH!

AAAIIIEEE!

GAME'S OVER, HAWK! YOU'RE BUSTED!

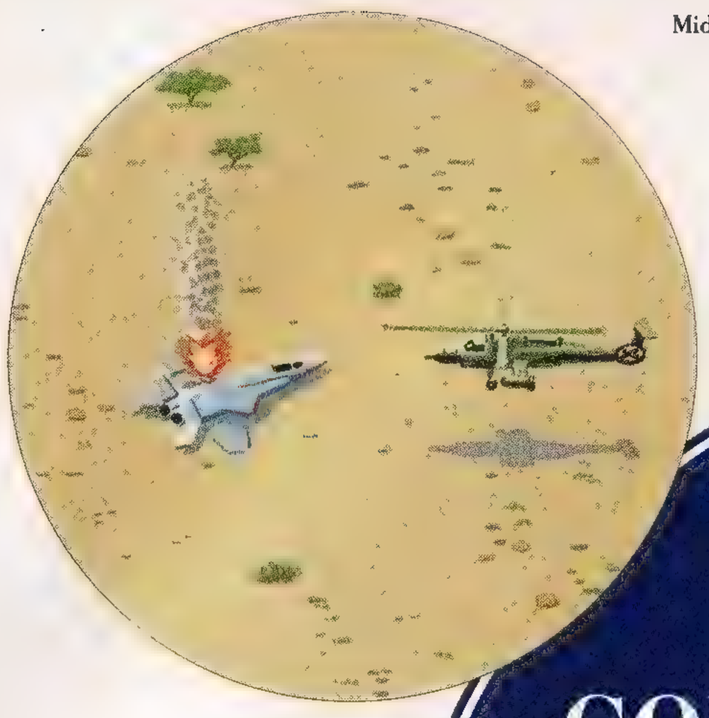
NO! IT CAN'T BE YOU-- YOU'RE DEAD!

I-I SENT IN MY TOP NINJA ASSASSINS!

NINJAS ARE WIMPS, MAN!

NEXT ISSUE: AXEL IN ACTION!

Midland Livecash is available for 11-18 year olds. You must be 16 to receive the driving lesson vouchers and 17 to use them. ©MIDLAND BANK plc. 1993.



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Q Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the Q Zone for hints, tips and help with your favourite Sega games.

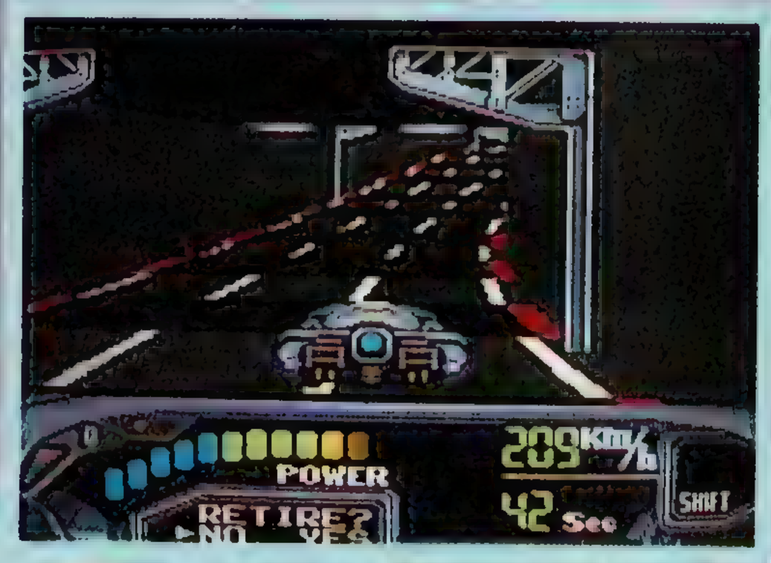
Welcome again to the Q Zone, a place of help and solutions to those really difficult games. Our Game Guru, David Gibbon, is standing by to answer your problems. Drop a line to the Q Zone with your query. Alternatively, share a hint, tip or solution with your fellow gamers. All are welcome.

OUTRUN Tips

GG

Those who dream of being Nigel Mansell and own a copy of Outrun can now get on that rostrum with their heads held high, because I have a cheat which allows you to drive through other vehicles and obstacles as though there was nothing there! Makes life a bit too easy really, doesn't it?

Set the cursor to one player. Now, hold down Left; buttons one and two and then press Start.

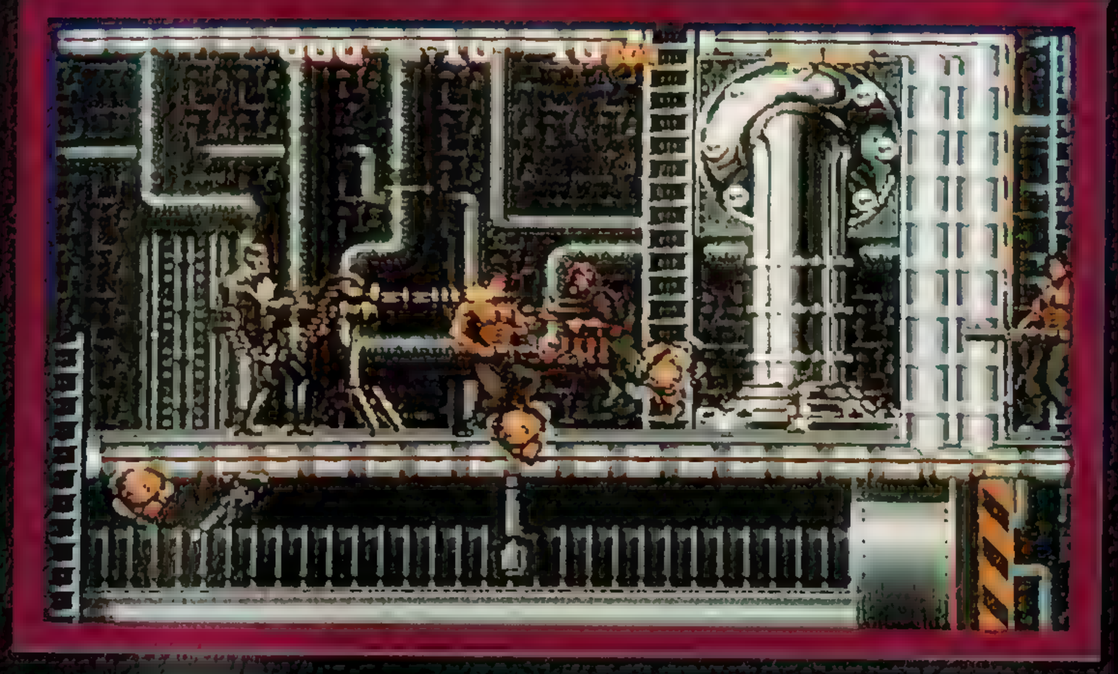


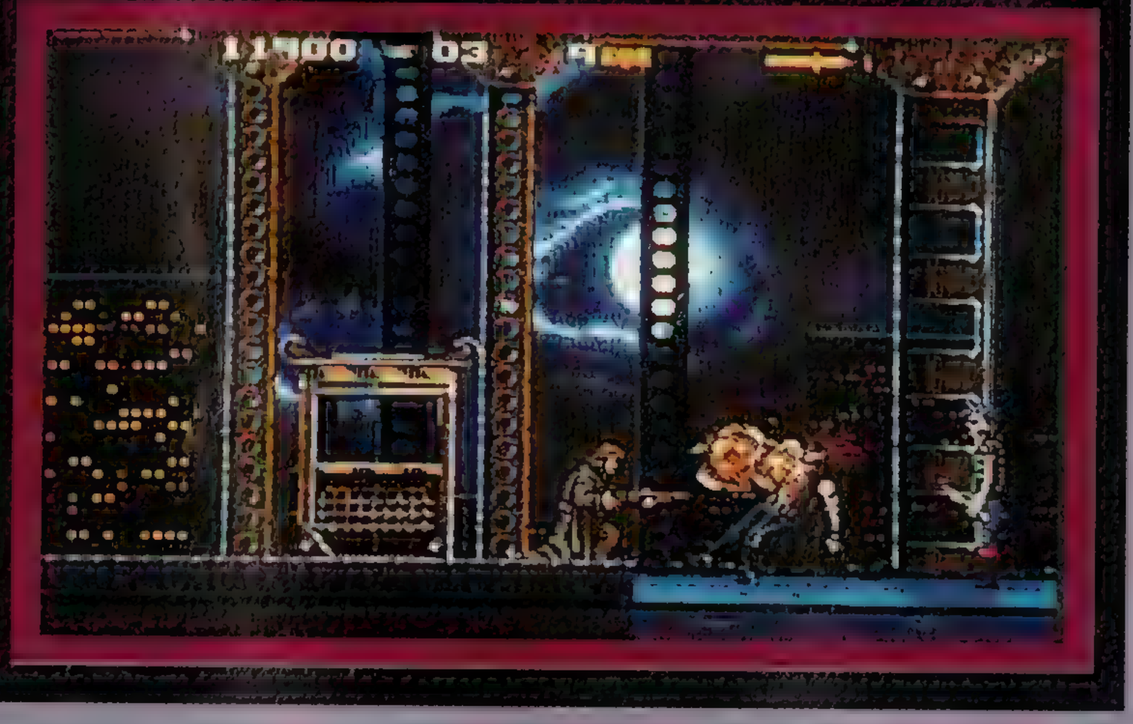
TERMINATOR Tips

GG

Surprisingly, this was much better than the Mega Drive version. So, no doubt, Arnie will soon be saying to all Game Gear owners - 'I'll be back!'. Anyone having problems will be grateful to see a level select cheat:

Keep circling the control pad anti-clockwise while holding button 2, and a level select will appear.



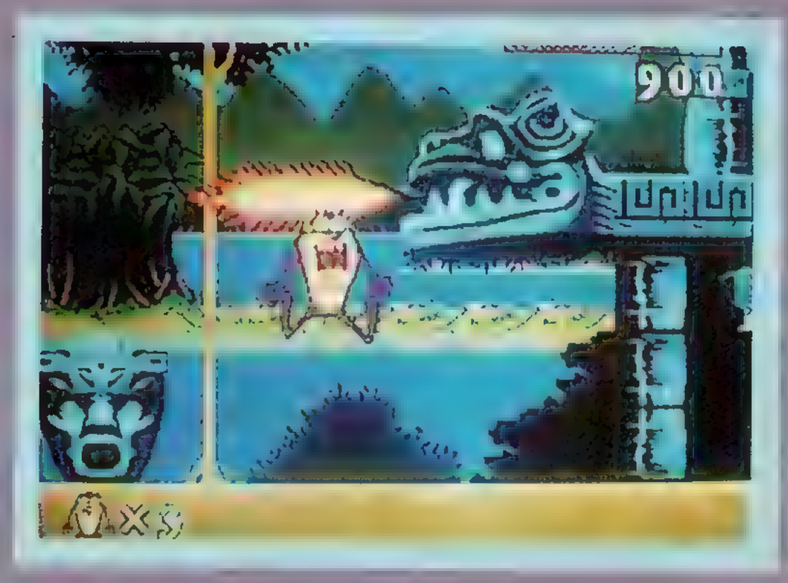


TAZ-MANIA Tips

MS

This 'devilish' game was a hit on the Mega Drive and is currently riding high in the 8-bit charts. Now, everyone who owns this, smile immediately, cause guess what? Yes, I have a simple but great cheat which gives you infinite lives:

On level one, collect a 1-Up in the first set of clouds and collect another at the end of the level. Get killed and repeat the process until you think you have enough lives to complete the game.



Tips

FATAL FURY

MD

Another clone of the game that just about everyone who has a Mega Drive is dying to get hold of. However, for those who couldn't wait for Streetfighter 2 and bought this, here is a cheat to give you infinite continues:

When the continue screen appears after you have been defeated, press UP, A, B and C together, then let go. Repeat this several times to increase your credits to a maximum of 9.

COOL SPOT

MD

I know a lot of you cool Boomers are having trouble getting further into this brilliant game. If you are, then help is at hand with this cheat which gives you a level skip, infinite time and infinite health:

First, start the game and press pause. Now press A, B, C, B, A, C, A, B, C, B, A and C on the joypad to activate the cheat.

BLACK HOLE ASSAULT

MCD

Beat-em-up games have proved very popular over the years, and this one on the Mega-CD has excellent graphics and music. However, it falls down badly through poor gameplay. I have some great help for owners, plus details of how to access a hidden game:

To become invincible wait until the options screen appears and enter your name as MUTEKI, then exit the screen. Now, select operation BHA and again, enter your name as MUTEKI. Start playing the game and you will be totally invincible.

To access the hidden game enter your name as AZY and choose operation BHA. You will now enter a game called Black Ball Assault.

Tips

game genie update

Got a Game Genie (if not, why not?) Got a Mega Drive? Then you'll find these new codes mega useful!

Special thanks to those friendly folk at Hornby Hobbies for supplying the Game Genie codes

STREETS OF RAGE 2

Who said life was easy on the streets? Here are some codes to make this chart-storming game even more difficult!

Apple restores less energy on pick-up	CBFAAAHA
Turkey restores tiny energy on pick-up	EBFTAAAC
Enemies cannot be killed	9ERTBALA
Remove status panel	AB8AAACW
Remove background	HWKAAADG
Can only jump to the right	RHATA600
No special attacks	7AEAACTL
Cash bag worth nothing	ABFTAAAY
Gold bar worth nothing	ABFTAAA2

SONIC THE HEDGEHOG

Let's go back in time to Sonic's first Mega Drive outing and some codes to make life easier.

Each ring worth over 25,000 rings!	SCRAB9X0
High Jump	DDLTAAGL
Mega Jump	BDLTAAGL
Keep running shoes to end of a level	AEOTCABY
Some crabs go off their rockers!	NCLTBYE6
Some crabs disappear altogether	NCLTB9E6

PAC-MANIA

Talk about oldies - here's one that came out of the ark! These codes will provide some ghostly fun..

Ghosts don't turn blue	KBCAAB22
Ghosts stay blue until eaten	KBCAA922
Ghosts don't flash after turning blue	KBEAAH22
Ghosts become invisible	KBFAAT62
Ghosts cannot leave home	KBFAATK2

BART vs. THE SPACE MUTANTS

Aye Carumba! You want to help Bart Simpson? OK, it's your funeral. Here are some codes.

Infinite lives	A2RTAA6R
Infinite paint after pick-up	FJ0AAA6N
Start on level 2	AJBTAAET
Start on level 3	ANBTAAET
Start on level 4	ATBTAAET
Start on level 5	AYBTAAET
Start with 5 coins	AYBTAAEL

HEY, YOU NEARLY DIDN'T MAKE IT IN TIME. THE DOC'S ABOUT TO START.

Hi I'm Kevin

ACTUALLY, YOU'LL BE GLAD YOU MISSED THE EARLIER STUFF. THE DEAD BODIES, THE BOTTLES FULL OF INTERNAL ORGANS, THE BLOOD, THE STENCH OF PUTRID FLESH...

EXCUSE ME A MINUTE...

Kevin THE BAT THAT IS

BLEURGGH!

Barf Bag

AHEM. ANYWAY, THE *FINAL STAGES* ARE ABOUT TO BEGIN...

Kevin is NOT a stupid name for a BAT!

WHOOMP!

GOT YOU!

CRAZY BATS, ALWAYS TALKING TO THEMSELVES...

IGOR, WILL YOU STOP IT MIT DER BATS, UNT GET DOWN HERE?

ZE GLORIOUS MOMENT, SHE HAS ARRIVED...

TONIGHT DER NAME OF *FRANK N. STEIN** VILL GO DOWN IN HISTORY. TONIGHT I VILL CREATE LIFE FROM LIFELESSNESS. TONIGHT I VILL HAVE A *SON!*

** THE PERSON WHO THOUGHT OF THIS GAG HAS BEEN DISPOSED OF – MEGADROID.*

Decap Attack

STARRING CHUCK D. HEAD! PART 1

Script and Art: Nigel Kitching **Lettering:** Steve Potter

UND NOW IGOR, RAISE DER BENCH INTO DER VERY HEART OF DER THUNDER-STORM!

SAY, PROF, WHY DO YOU TALK LIKE THAT? EVERYONE KNOWS YOU COME FROM CARDIFF.

SHUT UP *HEAD*, OR IT'S BACK TO DER DUNGEONS MIT YOU!

SQUEAK

SQUEAK

HAHAHAHA!*

THIS IS NEVER GOING TO WORK, YOU REALISE...

THAT'S HIM! HE'S THE ONE WHO TOTALLED KEVIN ALRIGHT.

ZZAKKK!

YAAAAAAA!

* MAD PROFESSORS ALWAYS LAUGH DURING REALLY IMPORTANT EXPERIMENTS – MEGADROID.

HEY *BUDDY*, WHAT'S THE BIG IDEA?

YOU LIVE! THEY SAID IT COULD NEVER BE DONE, BUT I, FRANK N. STEIN HAVE CREATED *LIFE!*

READY?

READY.

ALL RIGHT, ALL RIGHT. SO YOU'VE CREATED LIFE. NOW CAN WE HAVE OUR TEA?

ATTACK!

HEY, WAIT A MINUTE. THESE AREN'T MY ARMS.

DEY ARE NOW. DER PREVIOUS OWNER HAD A RATHER NASTY ACCIDENT MIT DER ELECTRIC FOOD MIXER...

VASS IS DER LAST THING YOU ARE REMEMBERING?

I REMEMBER THINKING 'NO WAY IS THAT A *REAL* UNEXPLODED LAND MINE...'

ALL DAT I COULD USE VAS DER BRAIN.

THE BRAIN... WHO... WHO WAS I?

AH DER *NAME!* VAIT, I WROTE IT DOWN ON DER PIECE OF PAPER.

CHUCK D..?

CHUCK D

OH, DAT PESKY BLOOD. IT GETS EVERYVER...

D? DIXON? NO, NO DAT VAS NOT IT. DAWSON? DINSDALE? DRABBLE? OH FOR GOODNESS SAKE, WHAT WAS IT?

UH OH...

CREAK!

ANYVAY THIS HERE IS 'HEAD'. THE BITS OF YOUR BRAIN THAT VOULDN'T FIT I PUT IN HIM.

HI THERE.

FOR KEVIN!

REVENGE FOR KEVIN!

YOU'RE PUTTING ME ON.

ACH! I KNOW WHAT YOU MEAN. I HAVE A SIZE THIRTEEN BRAIN UNT IGOR BRINGS ME A SIZE NINE HEAD. VOT CAN YOU DO? YOU JUST CAN'T GET DER HELP NOWA-DAYS!

CRASH!

ACH! VER IS HIS HEAD? IGOR, IT'S THE ELECTRODES UNDER DER FINGER NAILS FOR YOU THIS TIME.

PROMISES...

QUICKLY DUMKOPF. IT'S GOT TO BE AROUND HERE SOMEWHERE.

HEY, TAKE IT EASY PROF, DON'T LOSE YOUR HEAD.

IGOR, I'M WARNING YOU...

HOW ABOUT *THIS?* I MEAN ONE HEAD'S PRETTY MUCH LIKE ANOTHER.

JA, JA! I LIKE IT!

MMPH!

THAT DOES IT! THERE IS *NO WAY* I AM GOING TO WALK AROUND WITH THAT THING FOR A HEAD.

EEP!

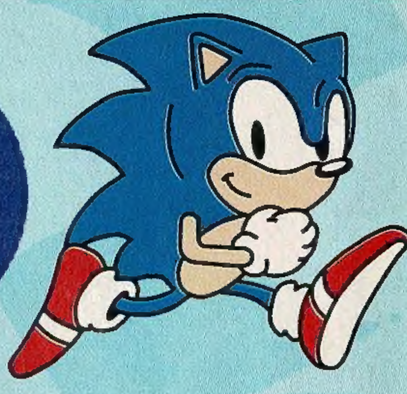
VAIT A MINUTE... *CHUCK D. HEAD*!* IT'S PERFECT!

* THE PERSON WHO THOUGHT OF THIS GAG IS ALSO NO LONGER WITH US – MEGADROID.

NEXT : MAX D. CAP.**

** DOES ANYONE SPOT A TREND DEVELOPING HERE?

SPEEDLINES

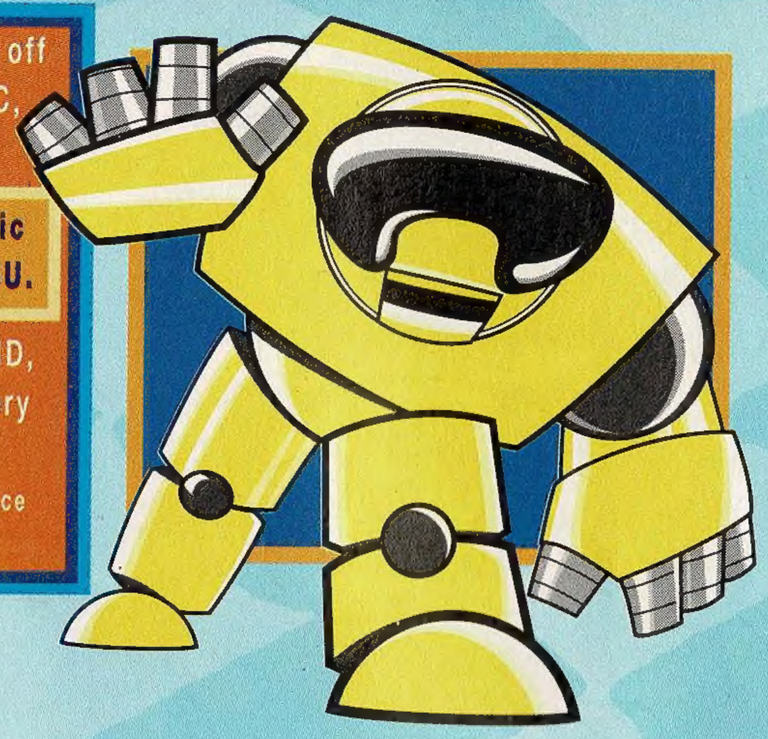


Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



Harp-ing On

Dear STC,

I have an idea I would like to share with you. Why don't you put a contents page in your mag and number the pages? Speedlines, Graphics Zone and Control Zone could be put in the centre pages, and News Zone at the back of the mag. Please think about my idea, and could you also include Sonic's girlfriend, Amy Rose, in your comic strip?

Stephen Harper, Luton, Beds. MD owner. Sonic Water Fun Game Winner.

Anything else, Stephen? You've come up with some interesting suggestions, but we already have an editor (such as he is!) although you sound like a budding one.

Jolly Good Fellow

Dear STC,

My brothers, Dave and Jonathan, and I, enjoy STC. The only trouble is, my mam will only buy one comic between the three of us - and now my two year old sister, Stephany, has started to grab it when my mam brings it in on a Saturday. Really, it's only David and I who understand it properly and we sneak out to read it in our beds. My mam can't believe how much we love STC but says she would rather read the Beano. We still can't get our mam off our computer, even though she can't get past the Marble Zone!

Shaun Stringfellow, Stockton-on-Tees, Cleveland. Sonic Water Fun Game Winner.

So, Shaun, your mam prefers old-fashioned comics! Sounds like a strange mam to me, but at least she's cool enough to play Sega games.

Mark Cowling, Great Dunmow, Essex. Sonic Water Fun Game Winner.

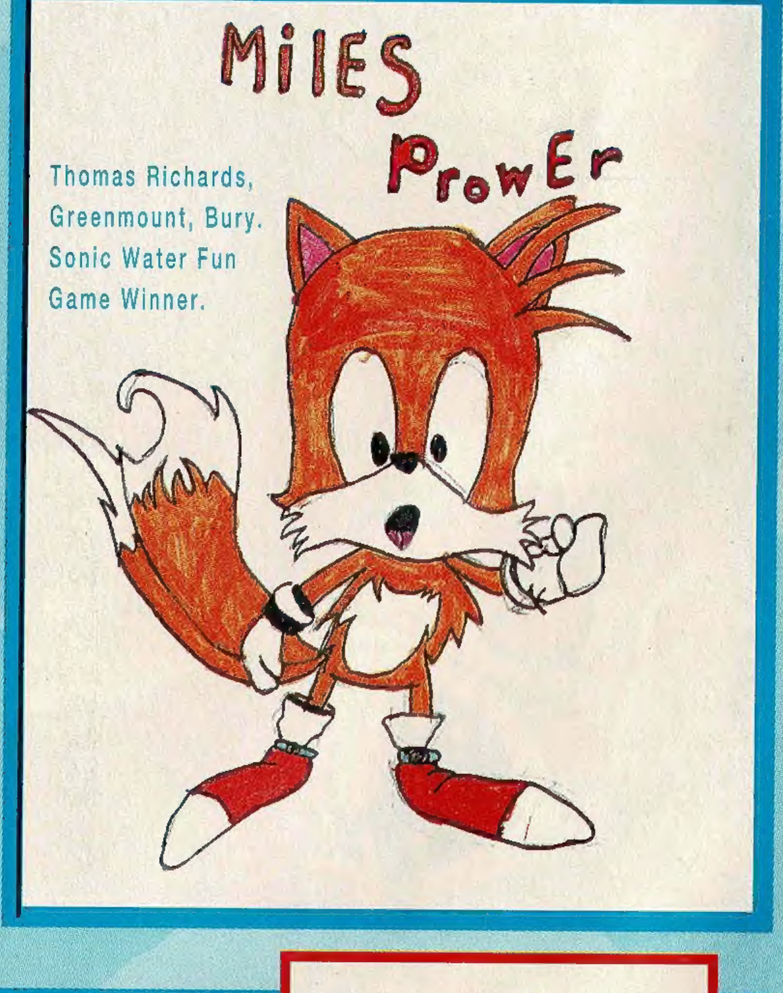
Game Dear

Dear STC,

One day me and my mum were shopping in Perth, when I saw the car adaptor for the Game Gear. I asked mum if I could have it and she said, "What! At £12.99...you must be joking!" When I got home I picked up my copy of STC and saw a column advertising Game Gear car adaptors for only £6.99! That was almost half the price!

Scott Macpherson, Auchterarder, Perthshire. GG owner. Sonic Water Fun Game Winner.

Well, it just goes to show there's no fooling a canny 'Scott!'



Thomas Richards, Greenmount, Bury. Sonic Water Fun Game Winner.

Handy Andy

Dear STC,

I really love your comic and have stuck the badge and stickers onto a folder, which I use as a Cheat Book. STC rules forever.

Andrew Dawson, Barwell, Leicestershire. MD owner. Sonic Water Fun Game Winner.

Great idea, Andrew. Have any other Boomers made imaginative use of their free gifts?

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

NEXT ISSUE

RED STEALTH
EYECLOPS
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BERZERKER

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CHECK OUT THE NEXT NERVE-SHREDDING EPISODE*

*BRING YOUR OWN SHADES

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WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 10 OF STC?

☐ %

JUMPIN' JOYSTICKS, SOMETHING WACKY THIS WAY COMES...

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Join Johnny Maxwell in the ultimate games challenge – to save mankind from those evil alien hordes (or should that be the other way round?).

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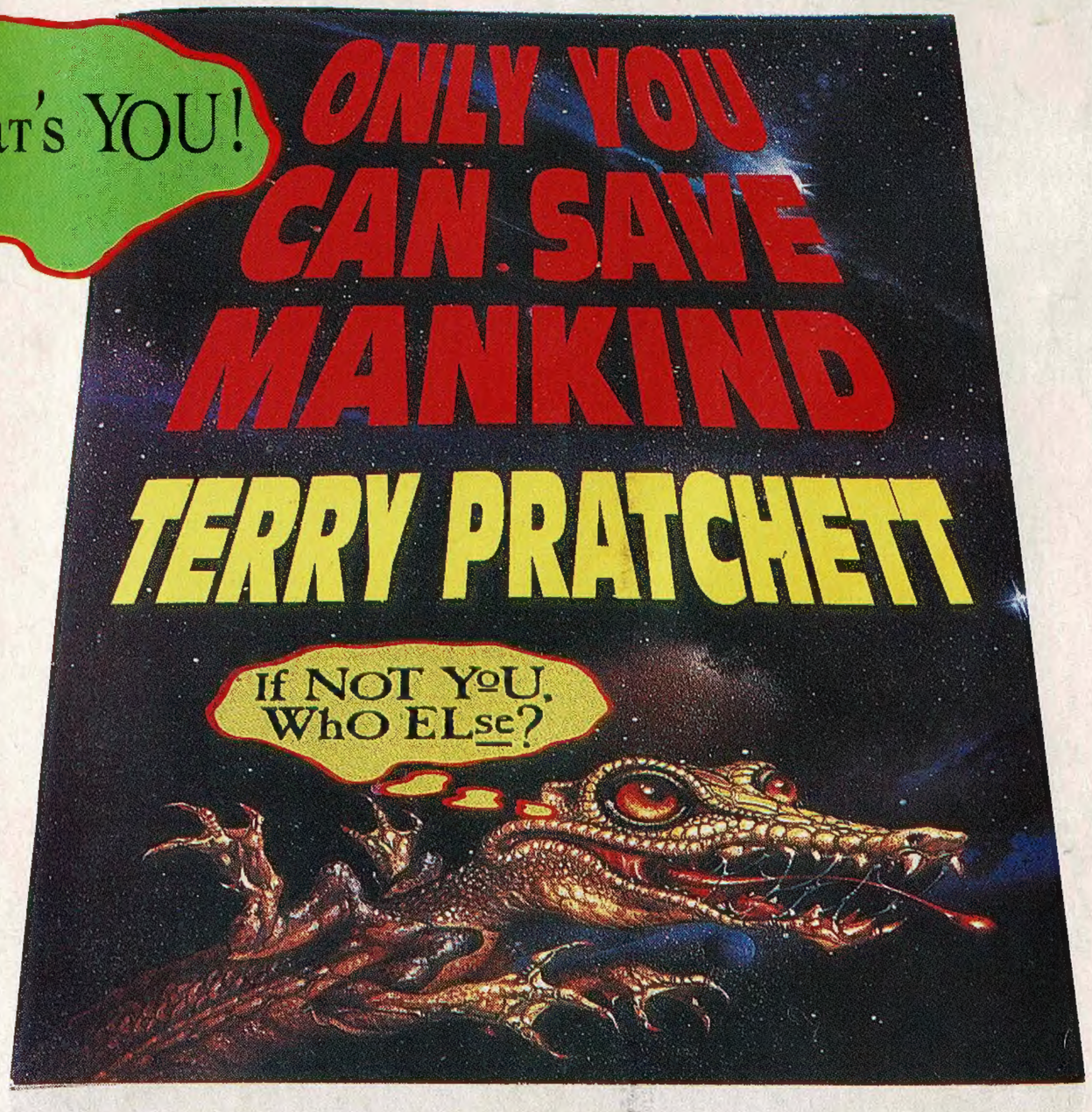
It's the knicker-wettingly funny new paperback from 'the funniest living author, bar nobody' said the *Good Book Guide* (and they should know!)...

IT'S TERRY PRATCHETT



CORGI IT'S OUT NOW IN CORGI PAPERBACK –
WE BETCHA DIDN'T KNOW BOOKS COULD BE SUCH FUN...

WIN A MEGA SEGA MEGA DRIVE!
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SEGA MEGA DRIVE